MINI

ADVENTURE COMICS

35p

BUG HUNT

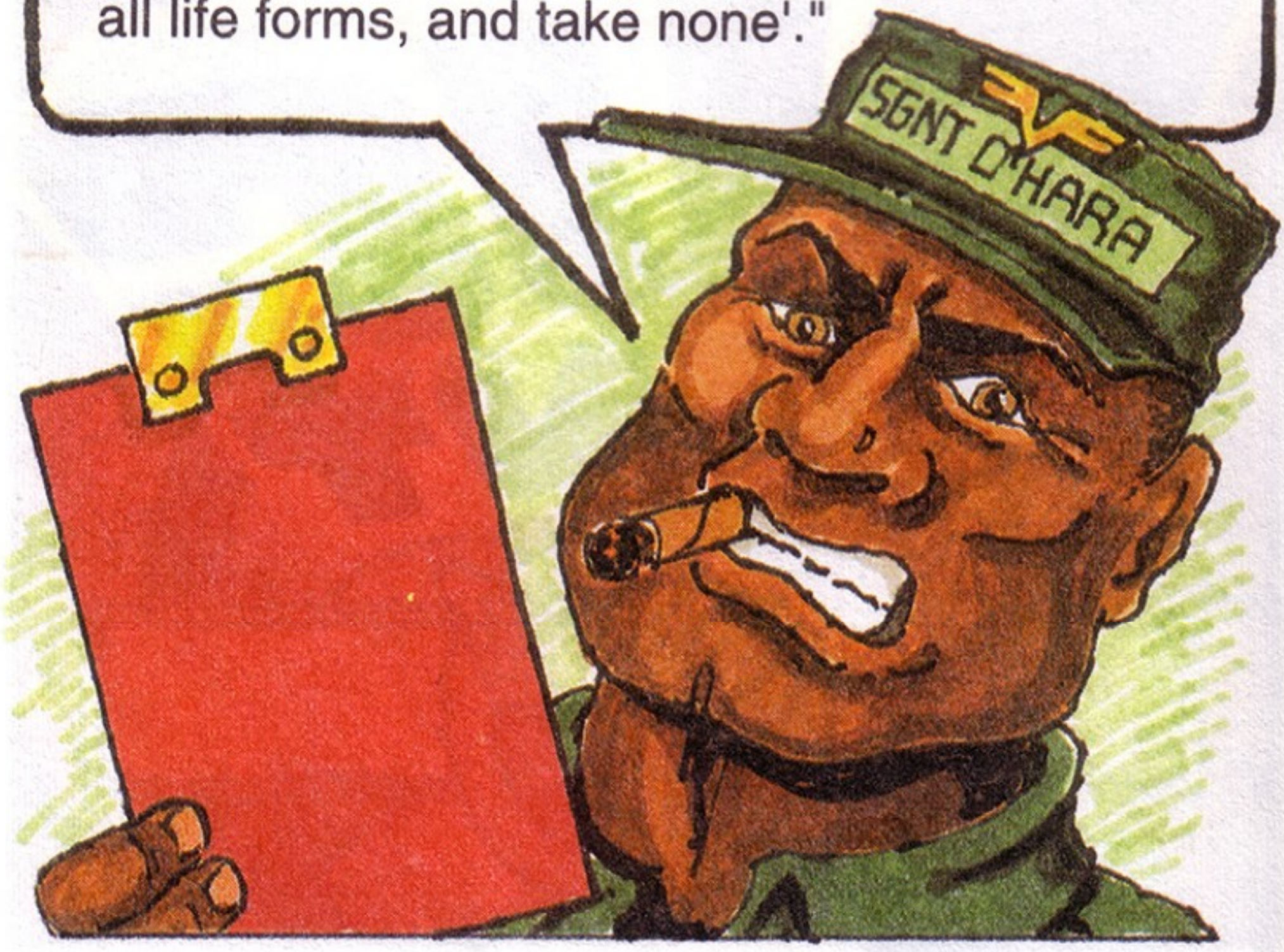
GALACTIC COMMAND

SECOND MISSION

ISSUE 6

ATTENTION! ATTENTION! This is not a normal comic. Read each numbered panel only when you are directed to do so. If the panel gives you a choice of what to do next make your choice and go to that numbered panel. WITHOUT READING ANY OTHERS.

"Okay, Space Marine, listen up! We've lost contact with our research outpost on planet X93T, and you're the one who's gonna check it out! Here's your mission brief - so what are you waiting for? Blast off, and remember the Space Marine code - 'Protect all life forms, and take none'."



MISSION 2 BRIEF

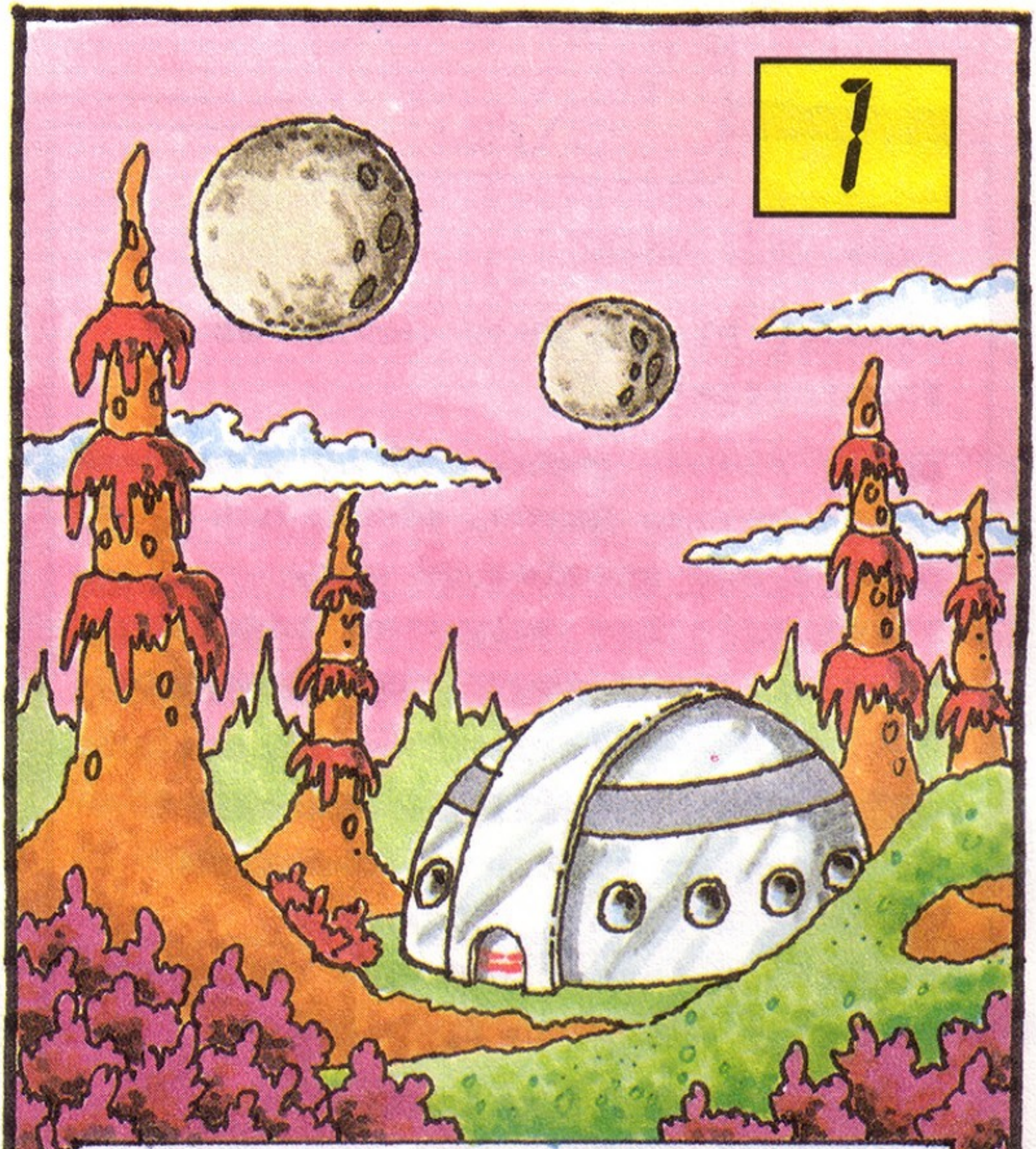
TARGET: Planet X93T (known as Formicaria).

DATA: Planet populated by giant ants. Unlike Earth, which has over 6,000 species of ant, Formicaria has only two. Little else is known about the planet or its life forms.

OBJECTIVE: Intelligence mission to discover status of research outpost X93T(A). Outpost comprises two scientists studying planet's dominant species.

COMBAT ORDER: Non Aggressive Projectile (NAP) guns only.
YOUR SHIPS COMPUTER HAS ALL CO-ORDINATES FOR DESTINATION.

Turn the page to Panel 1.



You make a safe landing on Formicaria.

If you check out the research base, go to Panel 14.
If you look around the area first, go to Panel 24.

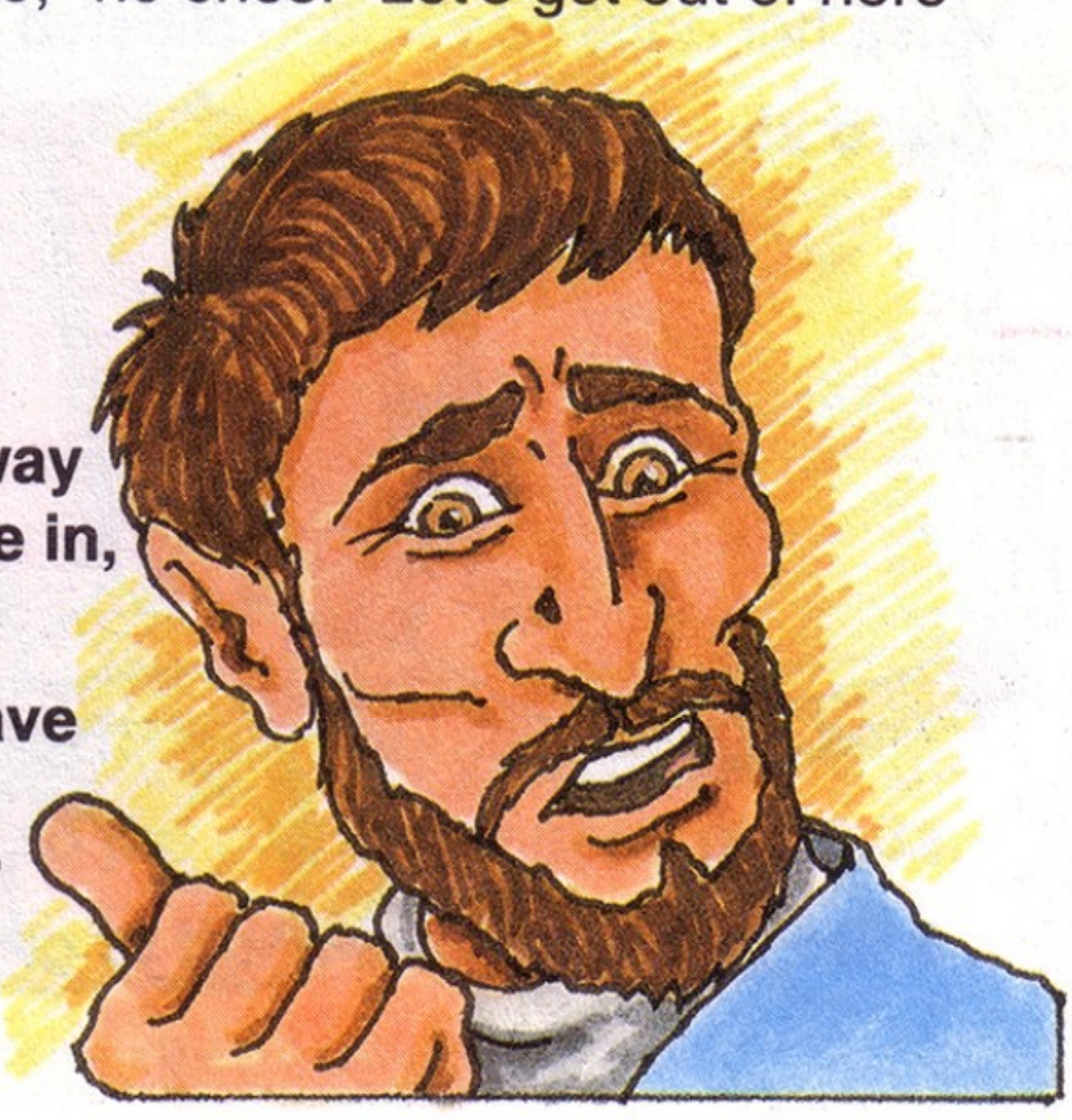
2

You creep silently along. On both sides you pass chambers containing eggs, larvae, cocoons and young ants. Workers are going to and fro, but they do not realise you are there.

Go to 15.

3

The guards drop to the floor asleep and you enter the chamber. Inside you find Doctor Green. "Thank goodness. You've come to rescue me," he cries. "Let's get out of here quick!"



If you go out the way you came in, go to 19.

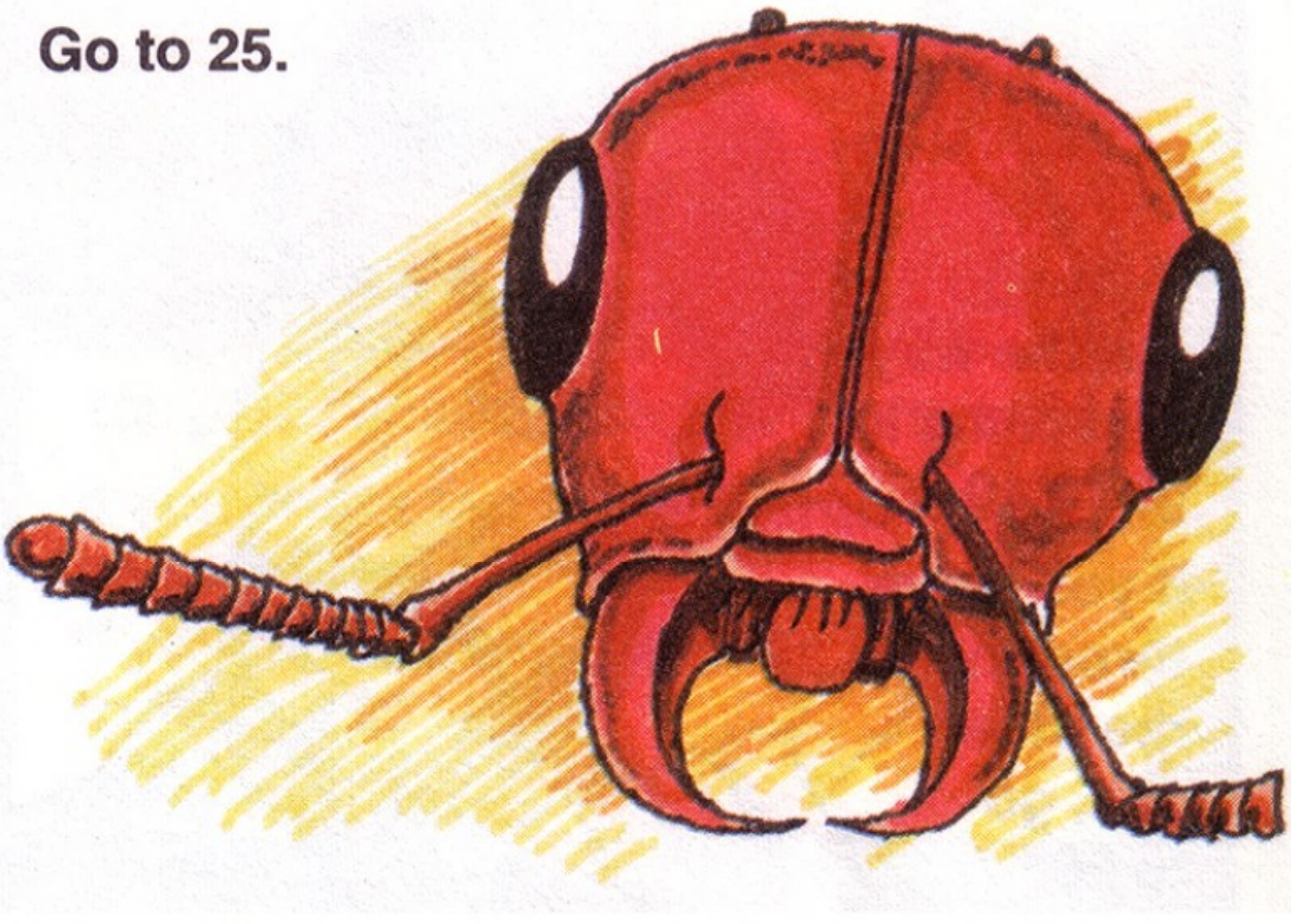
If you leave through the other exit, go to 20.

They throw you into the chamber they are guarding. Inside you find Doctor Green. "Well, well," he says. "Here come the Space Marines! You're supposed to be rescuing me, not getting taken prisoner yourself!"

Go to 28.

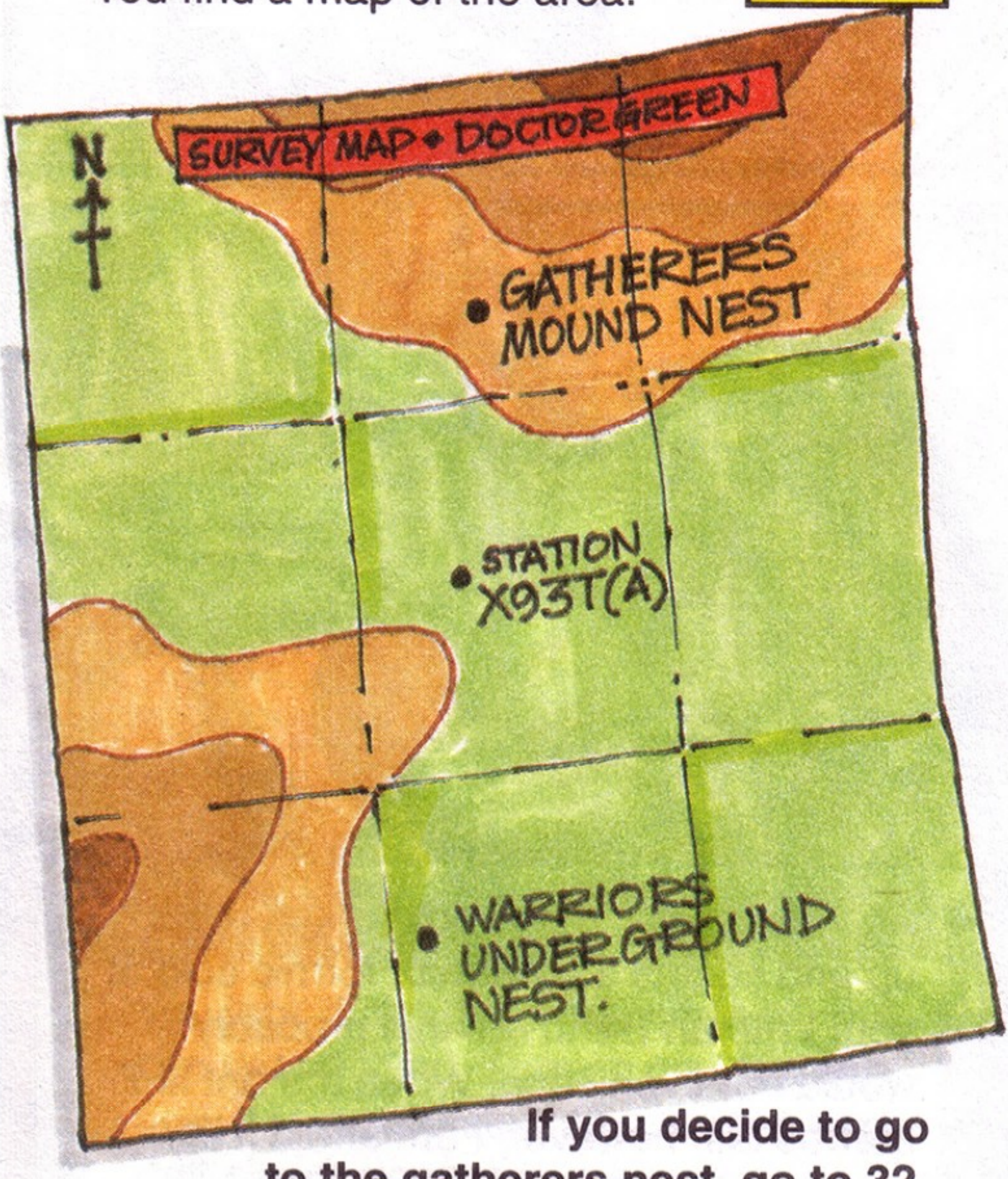
Before you can open fire all the guards stop advancing. "Don't shoot," shouts Doctor Green. "They're surrendering!" The queen begins to wave her antennae in complicated patterns.

Go to 25.



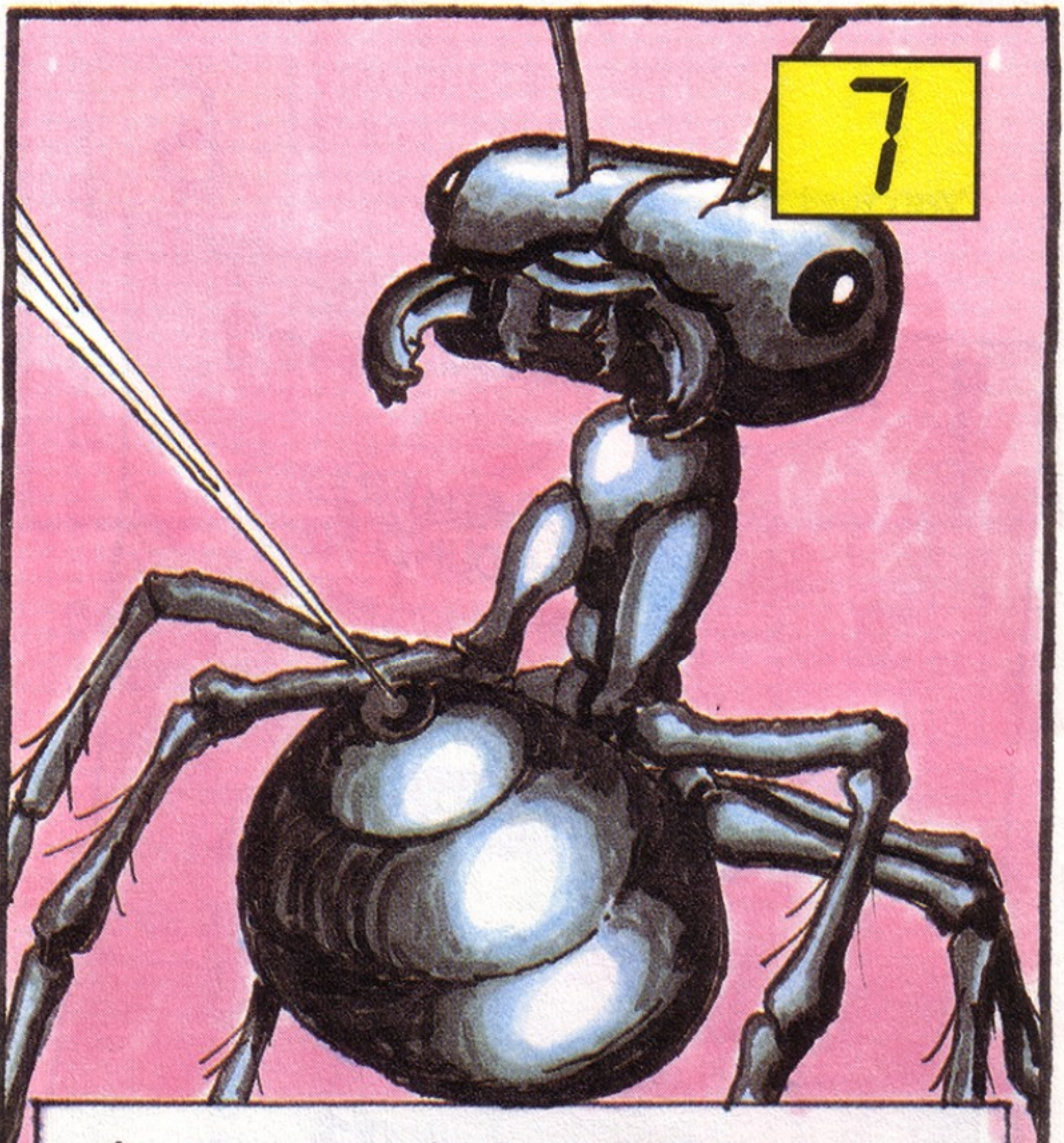
6

You find a map of the area.



If you decide to go to the gatherers nest, go to 32.

If you go to the warriors nest, go to 9.



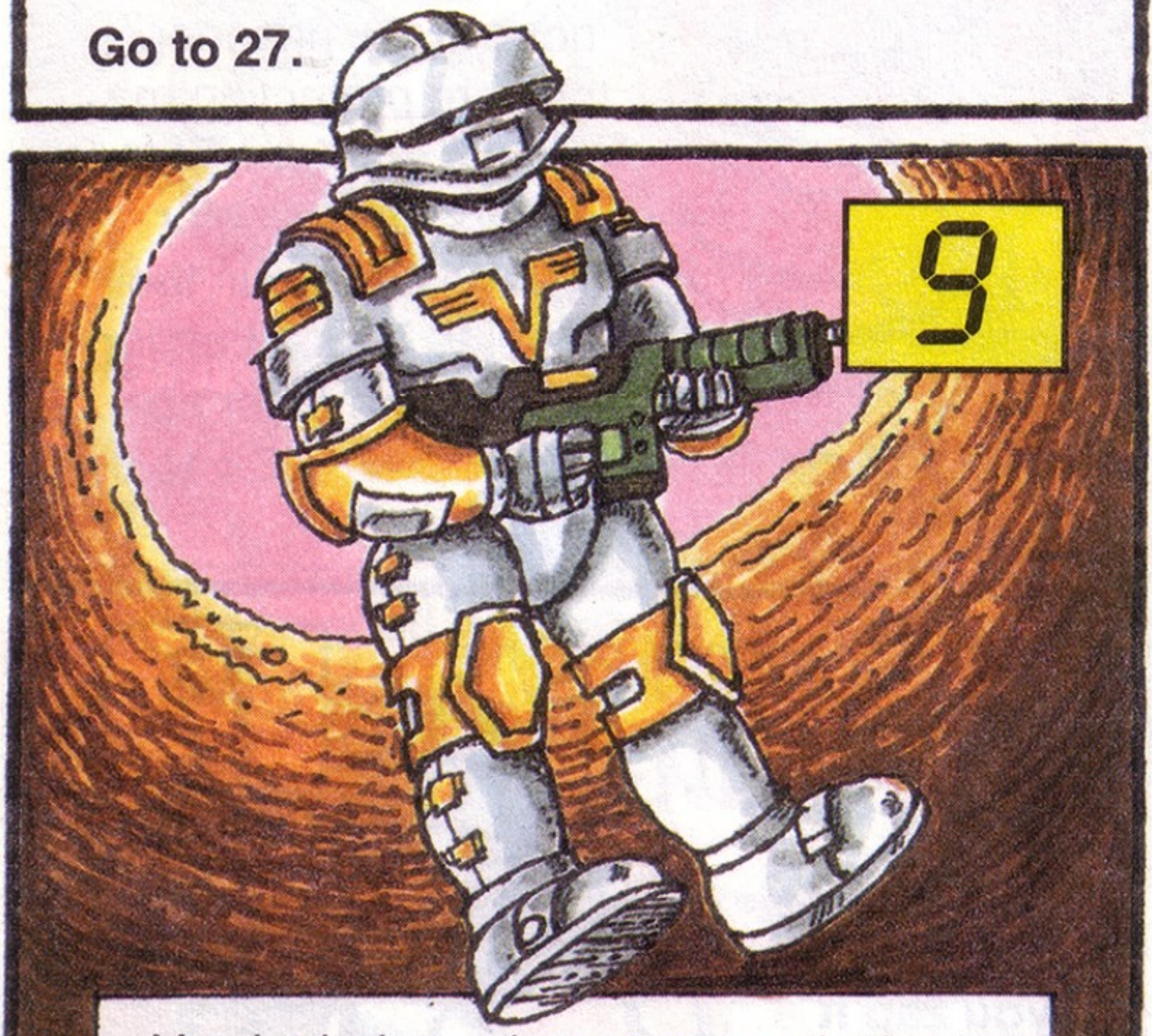
As you approach, the soldier ant rears up and squirts a stream of formic acid at you! With an Earth ant this probably would not even sting. When the ant is 7 metres tall, however, I am afraid it is -

THE END

You drift down to the next level of chambers. You set off along a tunnel. On either side are rooms full of stored seeds.

Go to 27.

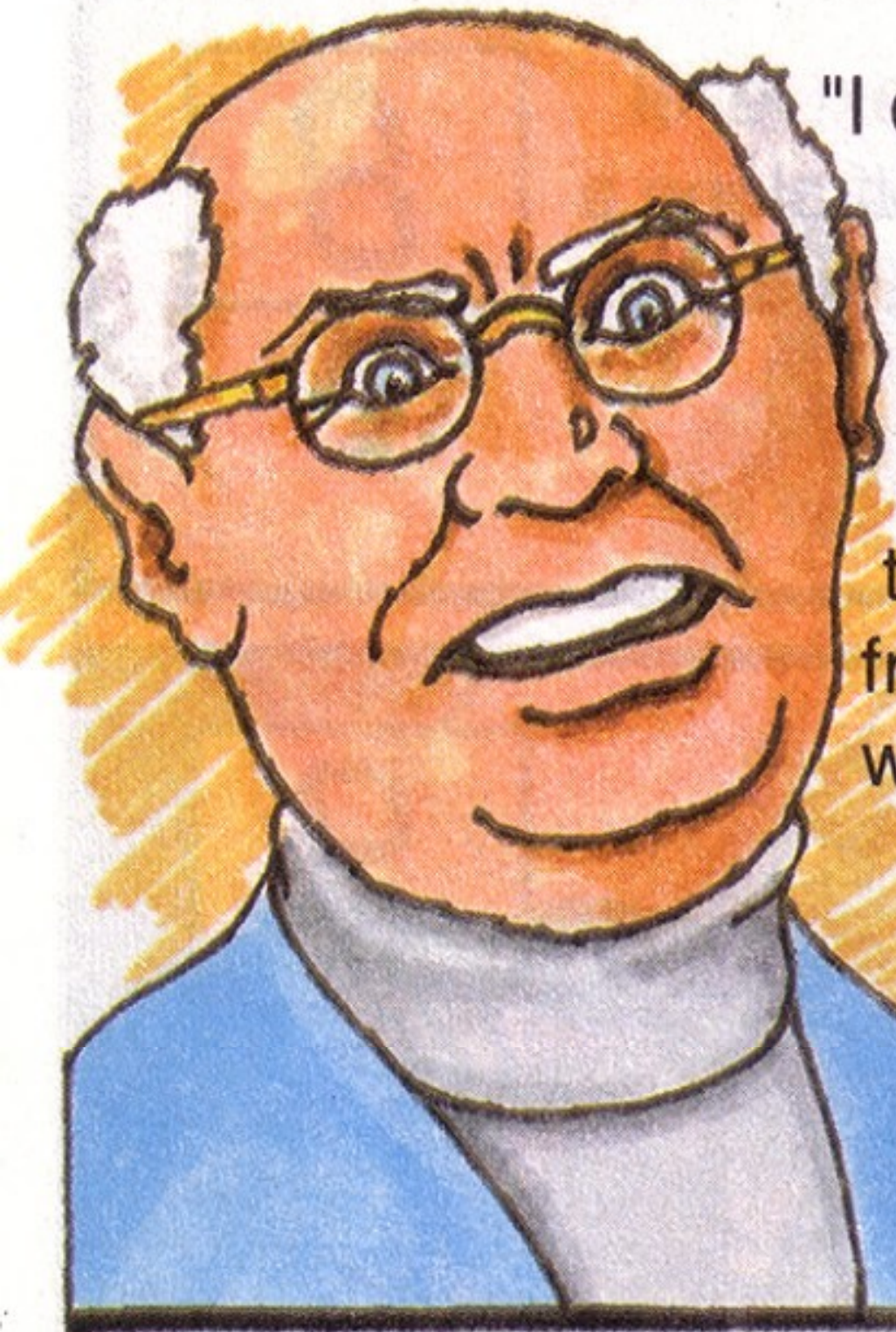
8



9

You look down the entrance shaft, but can see nothing. Turning on your anti-grav beam, you step off the edge and drift slowly down into the nest.

Go to 16.



"I don't need rescuing," he says.

10

"The gatherers are not holding me prisoner, they are protecting me from the warriors. The warriors have Doctor Green captive in their nest!" You set off for the other nest.

Go to 9.

A black worker ant is coming down the tunnel towards you!

11

If you zap it with your NAP gun, go to 23.

If you duck into a chamber and stand very still, go to 18.

13

As soon as you step out in front of them you realise it was a big mistake. The warrior ants have very good close range eyesight. They grab you immediately!

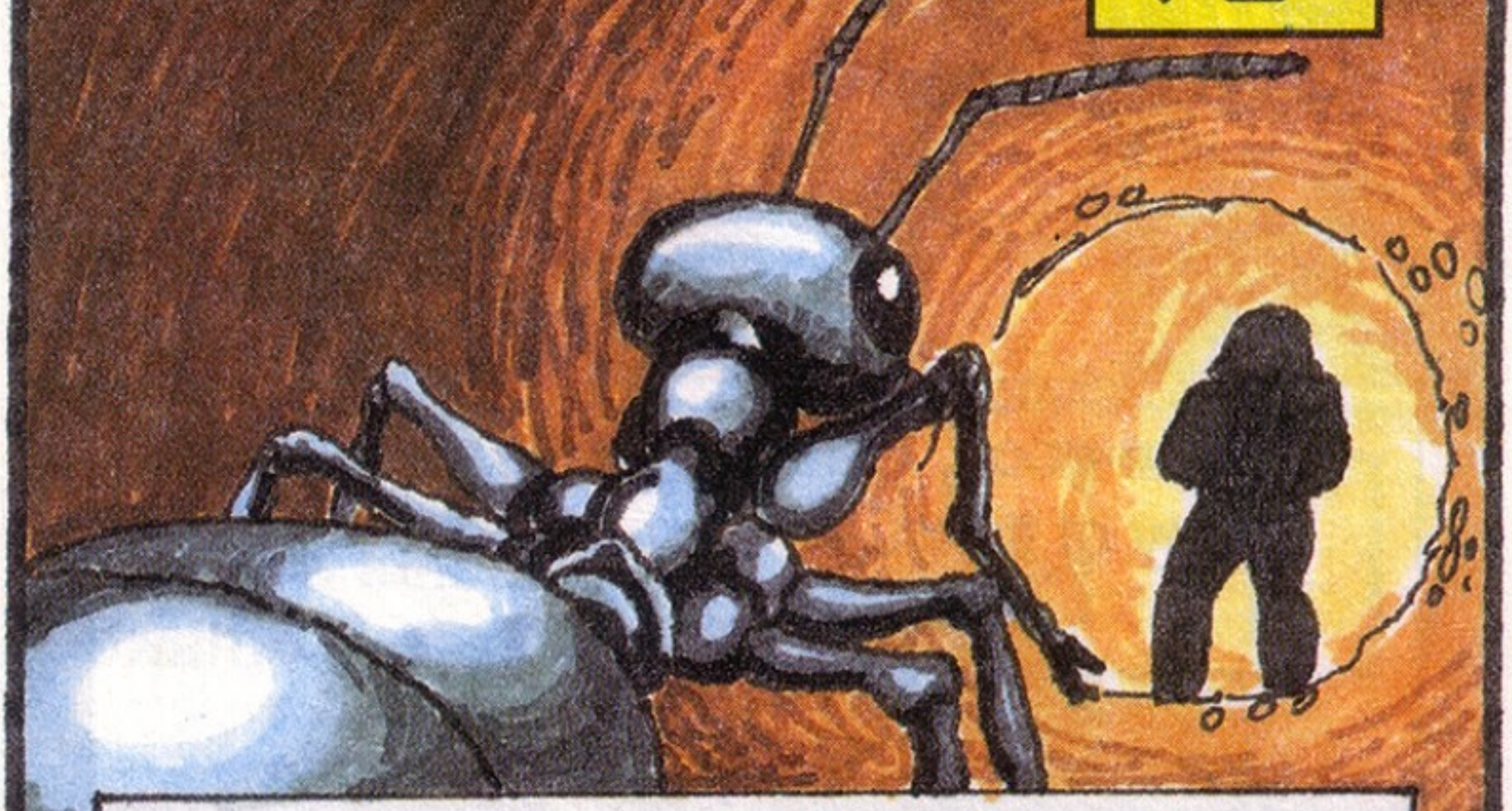
Go to 4.

You search through the deserted base and come across some scientific notes.

14

Go to 29.

15



Eventually you enter a large chamber and before you is an enormous queen ant. You have reached the heart of the nest!

If you zap the queen with your NAP gun, go to 26.
If you look around the chamber, go to 33.

You drift down until you come to the entrance to a chamber.

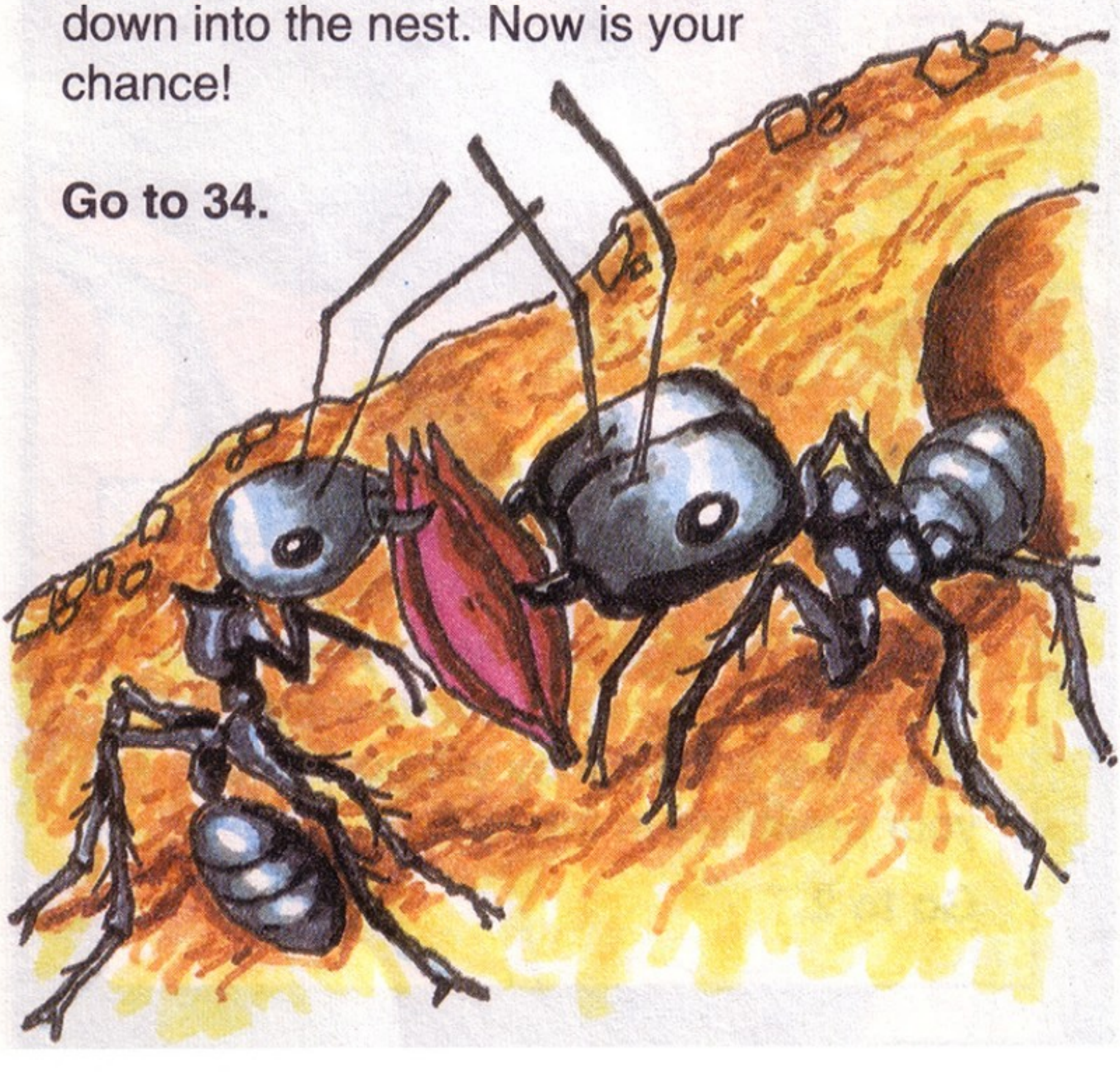
16

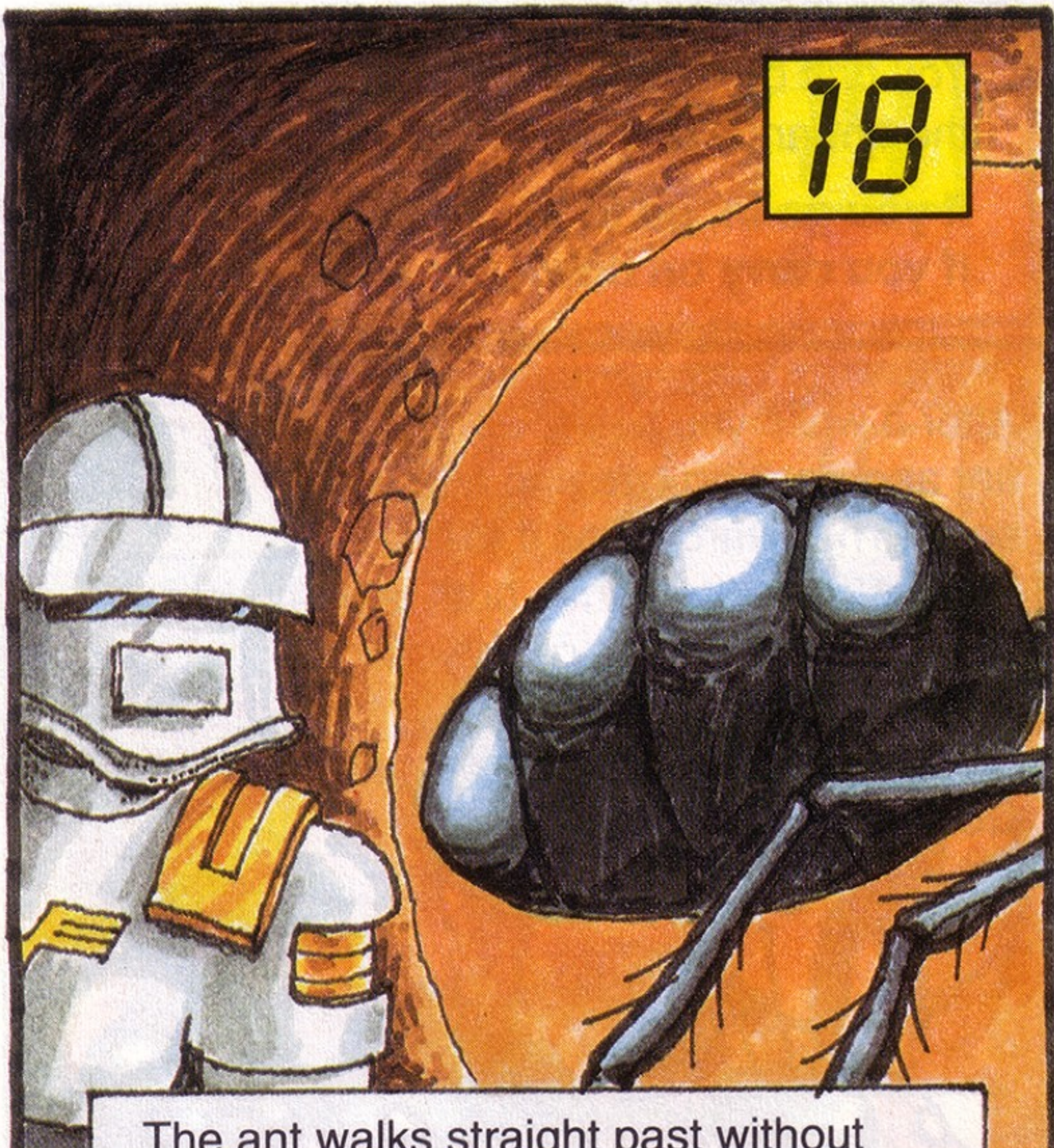
If you go in, go to 22
If you carry on down the shaft, go to 8.

After a while you see a worker ant approaching carrying a large seed. The guard helps it to break the husk, and then they both take the kernel down into the nest. Now is your chance!

17

Go to 34.





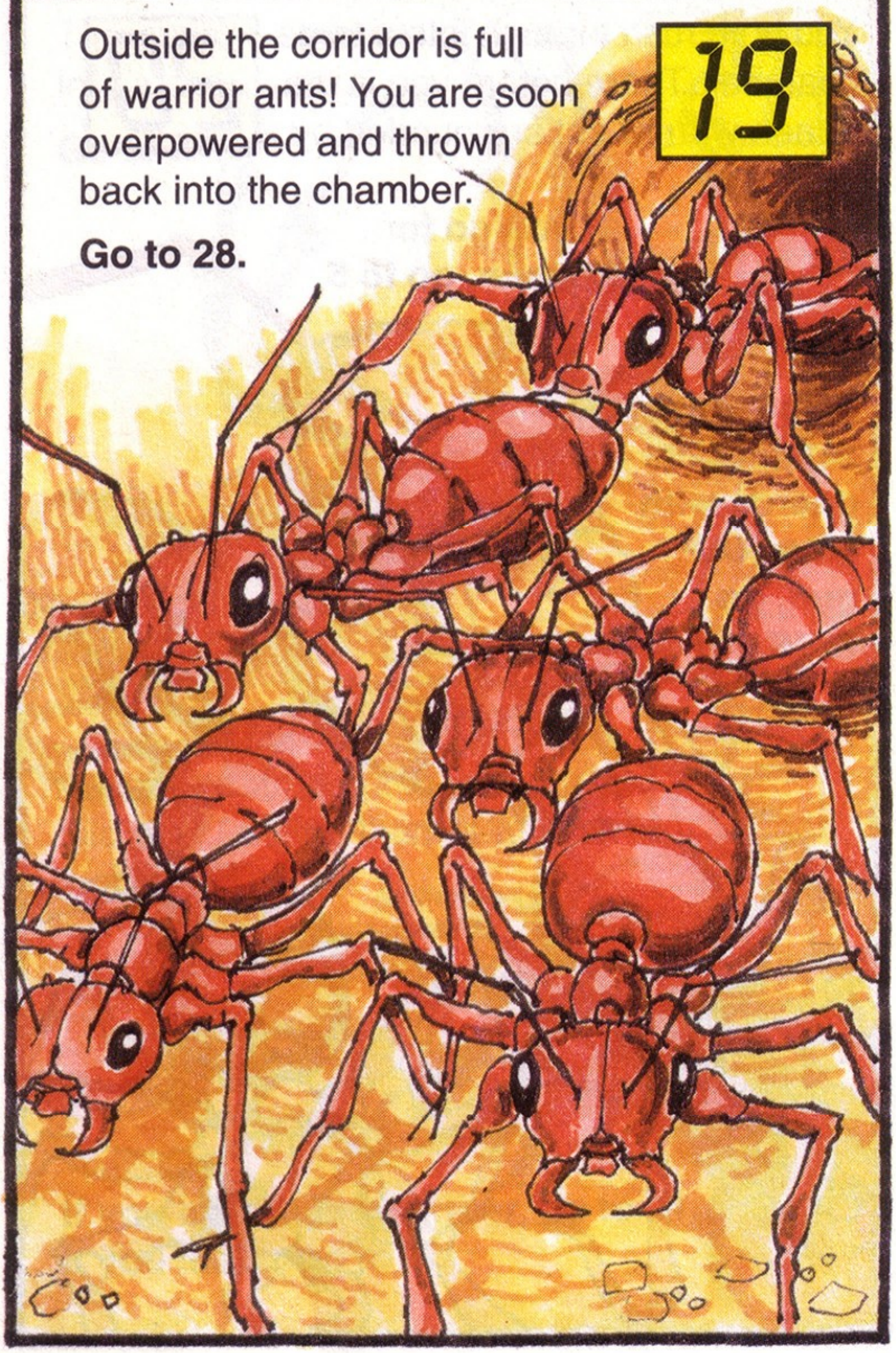
The ant walks straight past without noticing you. You realise that they are blind and must find their way around by using their sensitive antennae. If you are careful they will not notice your presence in the nest.

Go to 2.

Outside the corridor is full of warrior ants! You are soon overpowered and thrown back into the chamber.

Go to 28.

19

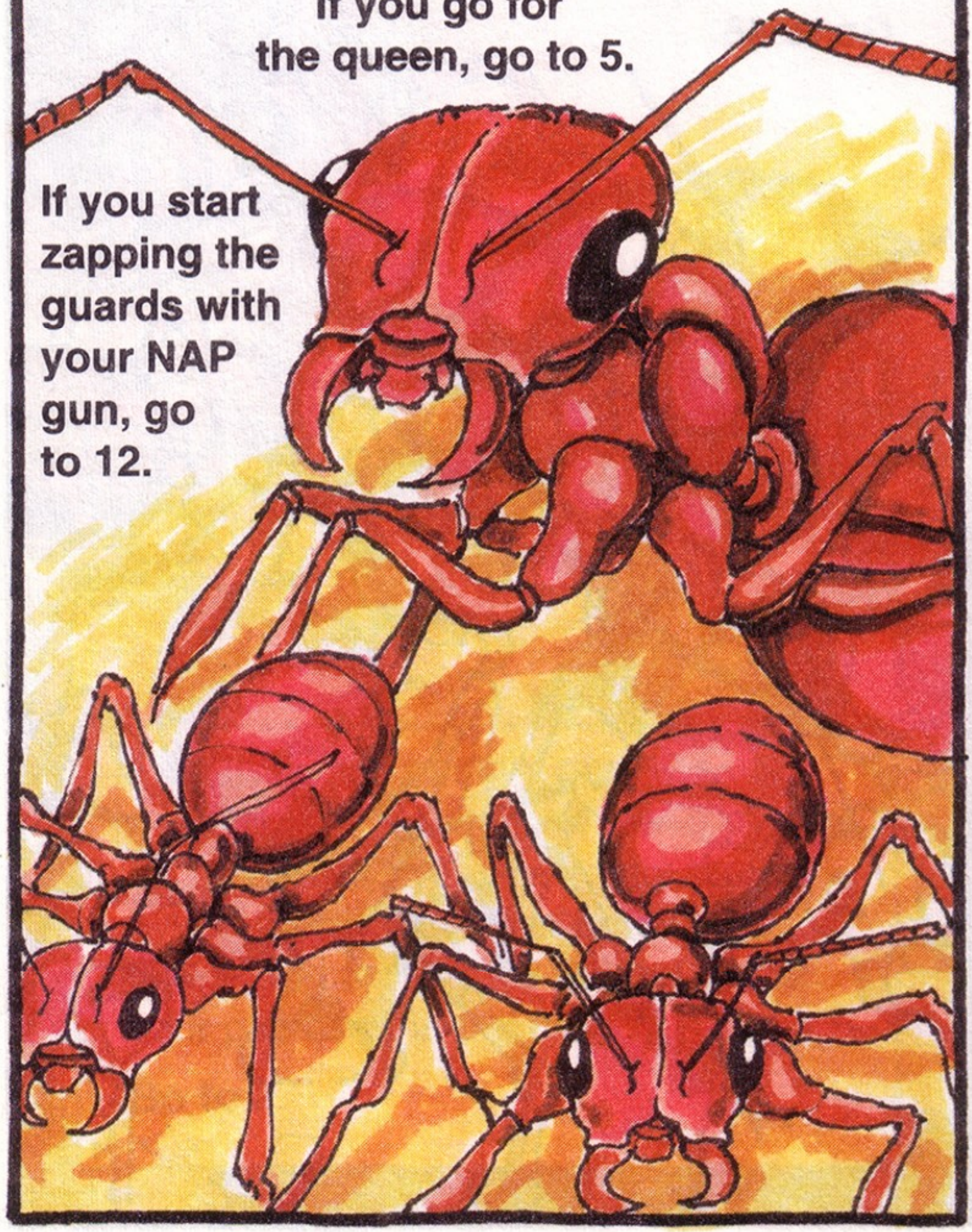


You both rush through into a large chamber. There before you is the queen warrior ant surrounded by guards!

20

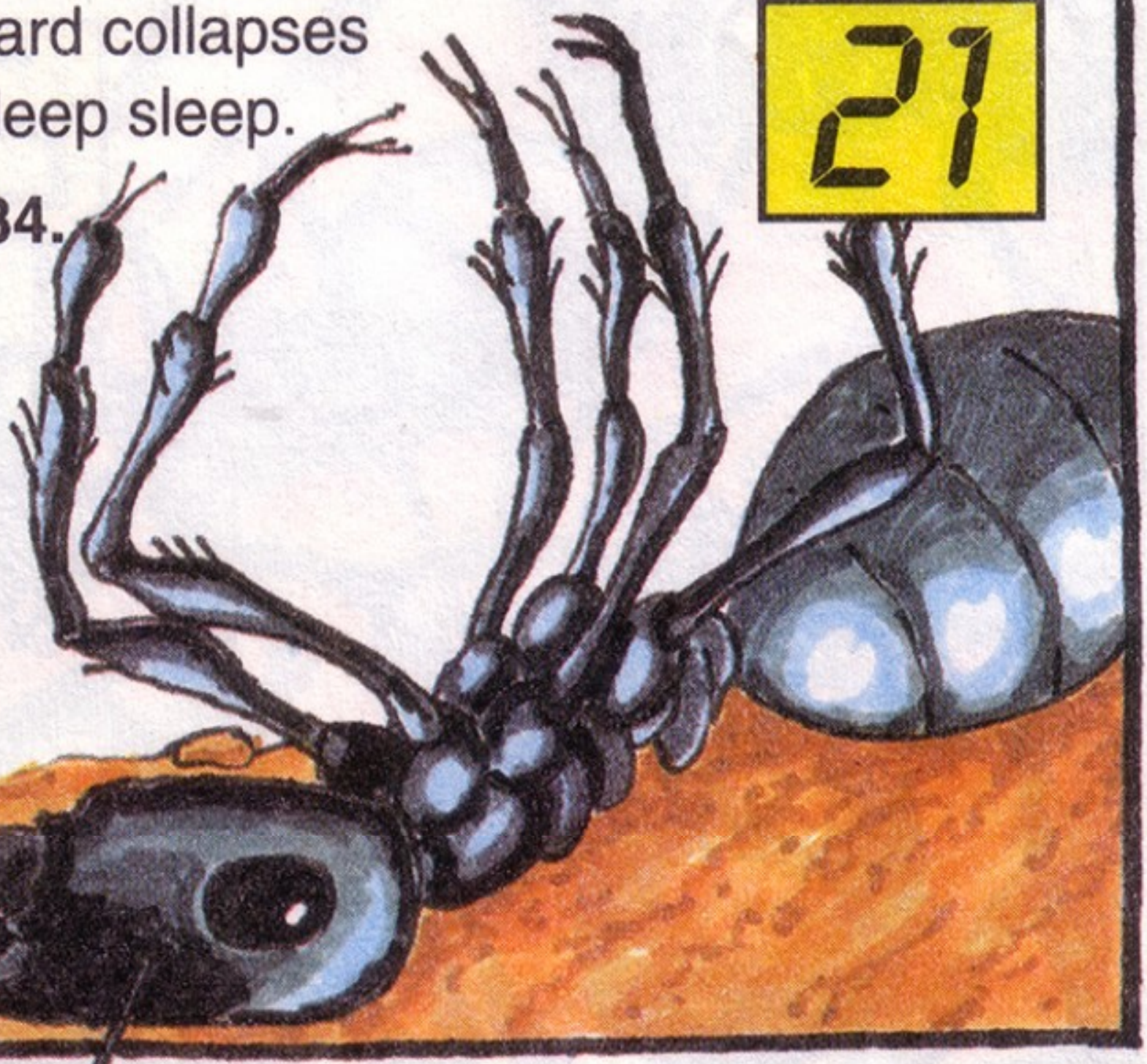
If you go for the queen, go to 5.

If you start zapping the guards with your NAP gun, go to 12.

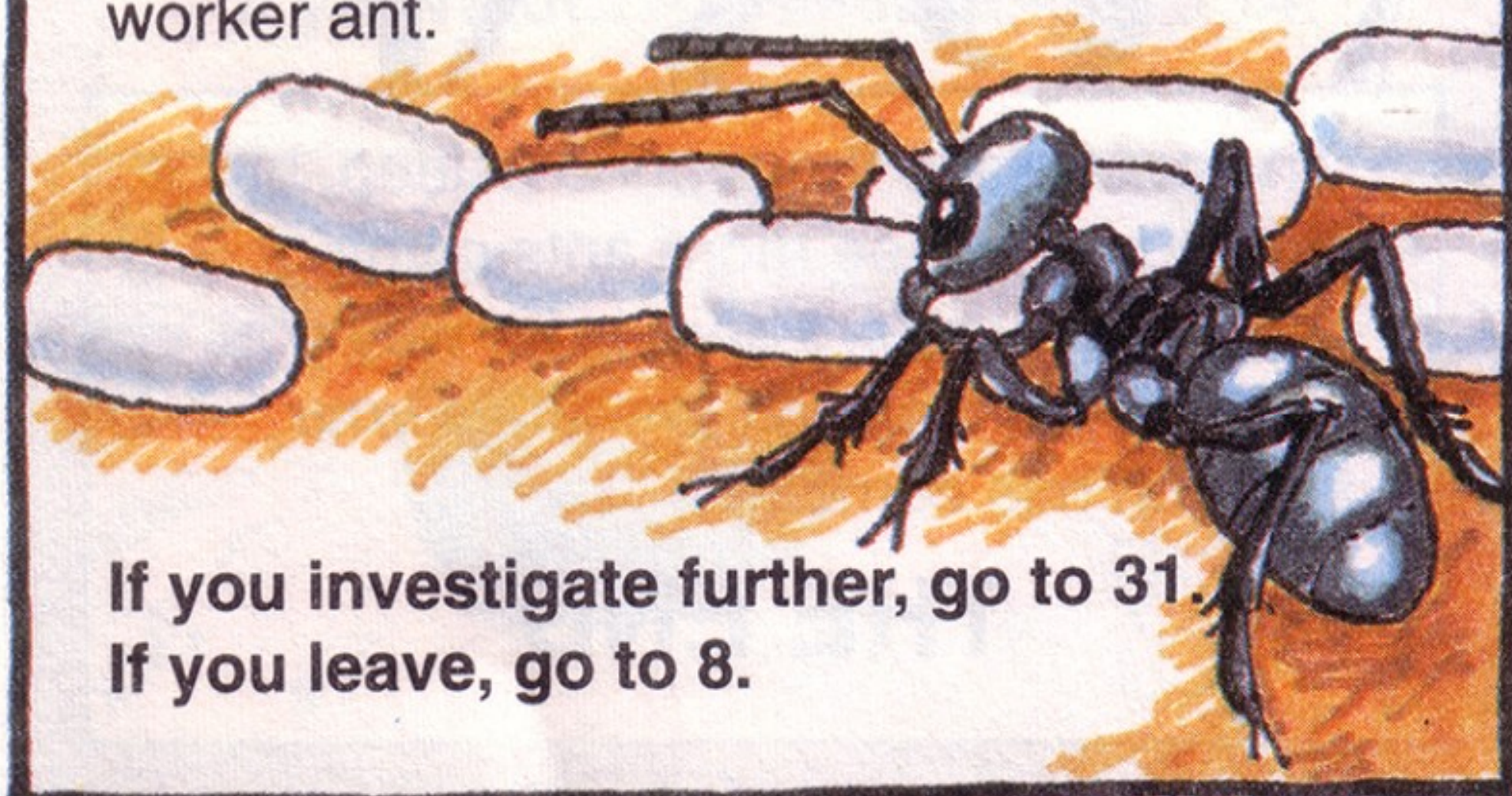


The guard collapses into a deep sleep.

Go to 34.



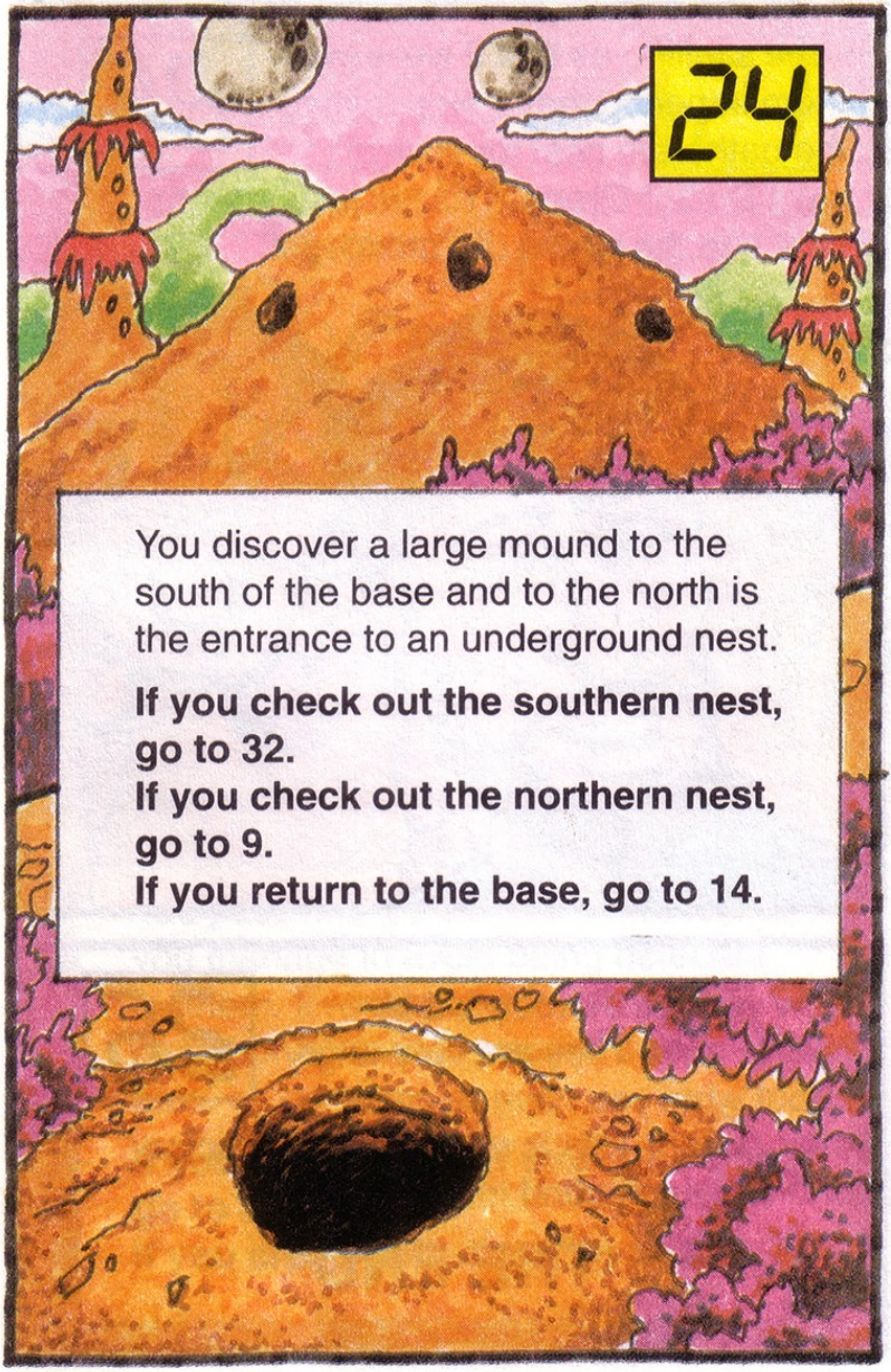
Inside the chamber you find a large number of eggs laid out. Tending them is a black worker ant.



If you investigate further, go to 31.
If you leave, go to 8.

The ant falls to the ground asleep, but behind it you see more ants coming along the tunnel. There is no way you can get them all so I am afraid your mission has come to

THE END



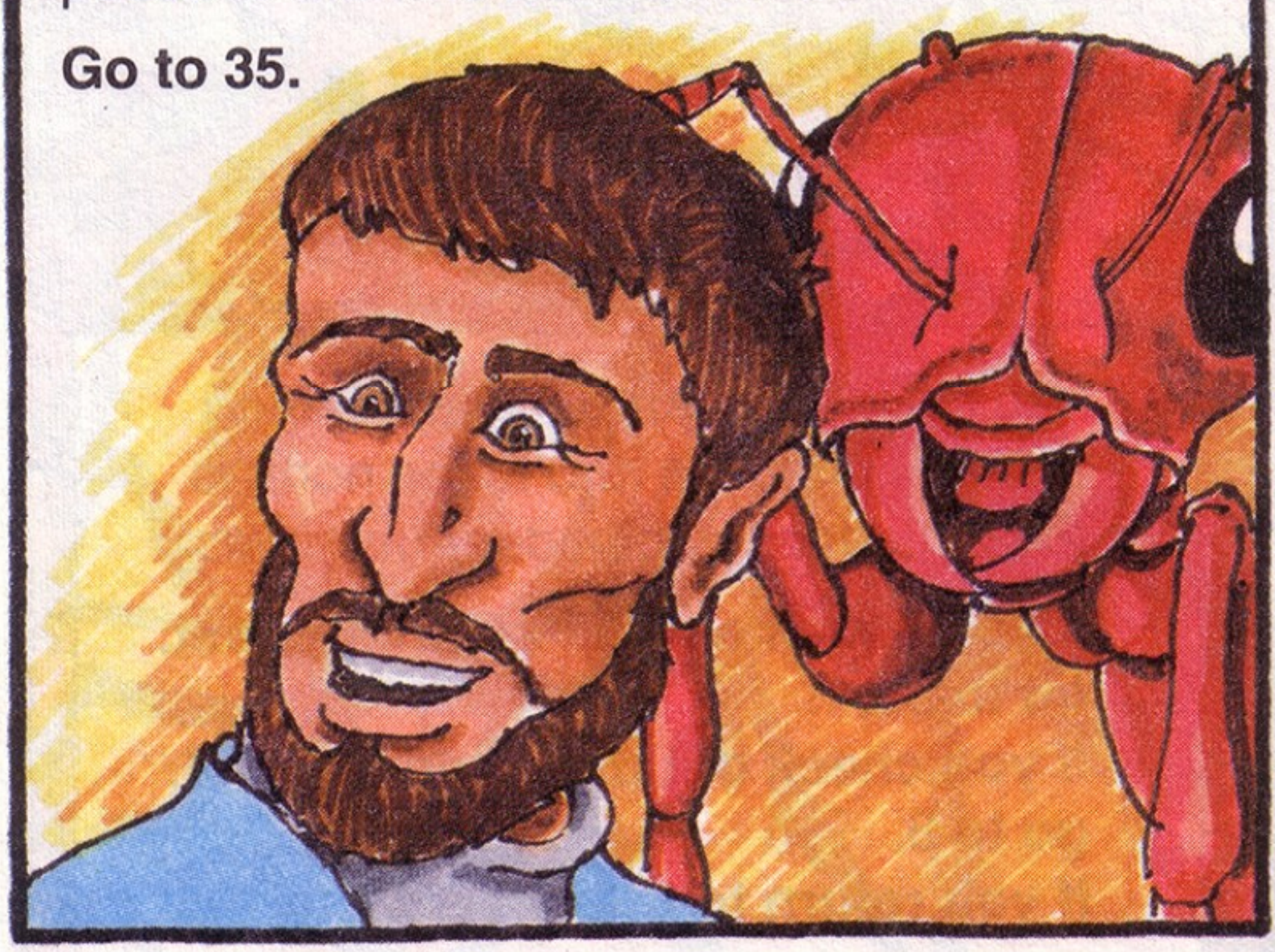
You discover a large mound to the south of the base and to the north is the entrance to an underground nest.

If you check out the southern nest, go to 32.
If you check out the northern nest, go to 9.
If you return to the base, go to 14.

"She's telling us that if we leave them in peace they'll stop raiding the gatherers nest for slaves!" says Doctor Green. "You've just brought peace to the whole of Formicaria!"

25

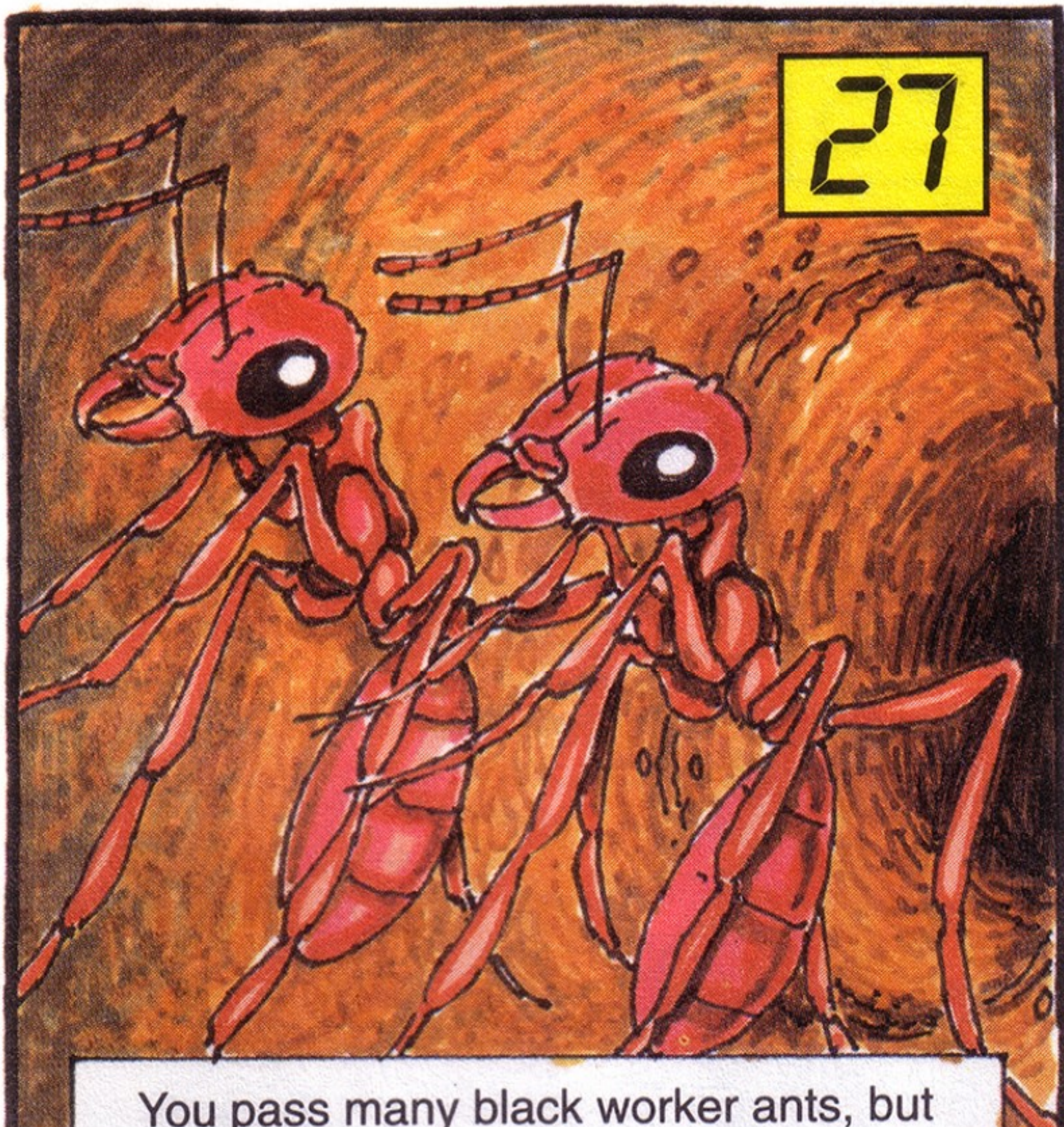
Go to 35.



Now you are surrounded by soldier ants. They are very angry about what you have done to their queen! This is not a very satisfactory end to your second mission!

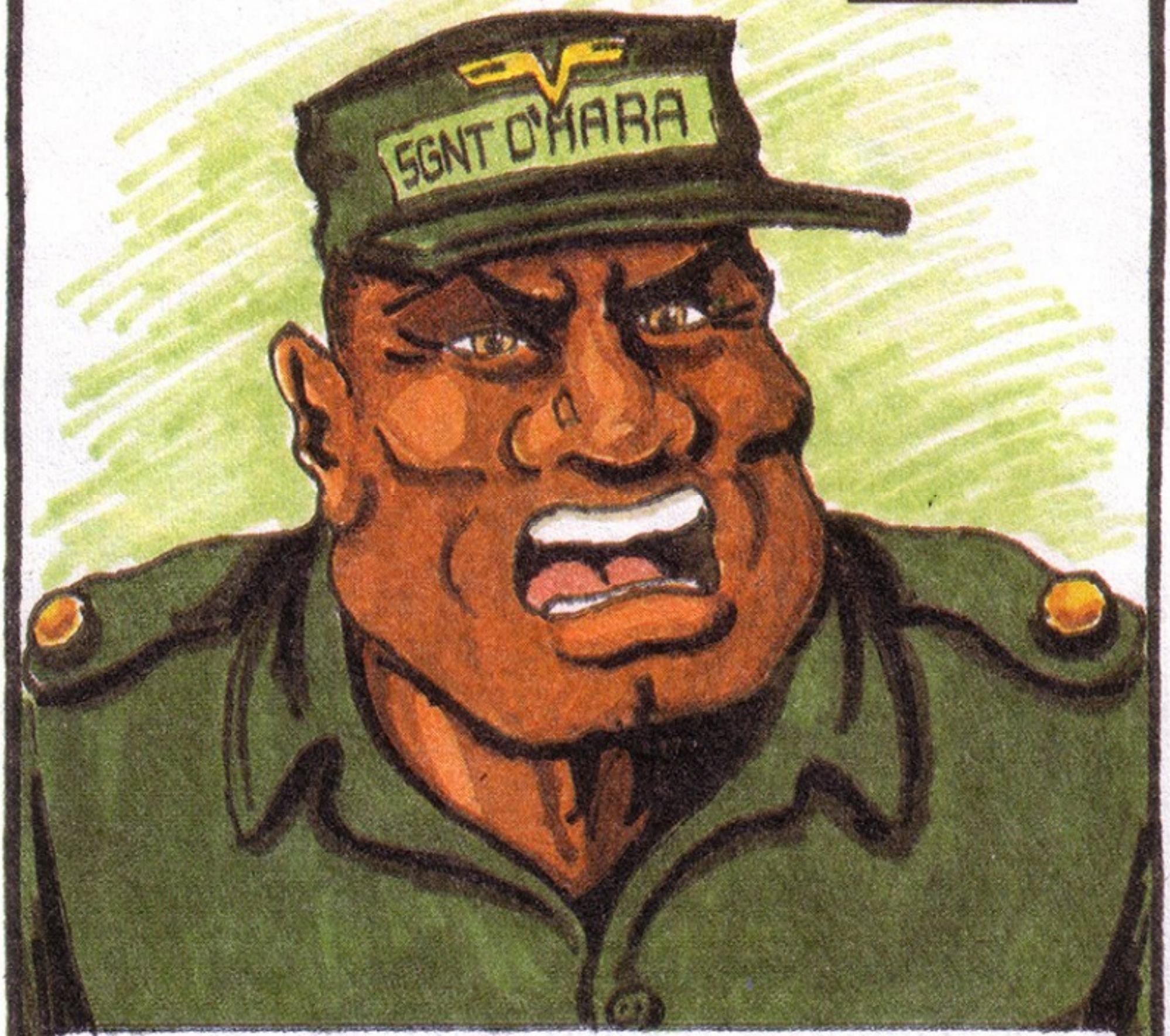
26

THE END



You pass many black worker ants, but you manage to avoid being detected by them. Eventually, you come to a chamber entrance guarded by two red ants.

If you zap them with your NAP gun, go to 3.
If you creep past them, go to 13.



Now you're both prisoners! You'll have to wait for a rescue team of Space Marines to be sent to rescue you. You hate to think what Sergeant O'Hara is going to say!

THE END

29

NOTES:

There are two species of giant ant on Formicaria.

1. THE GATHERERS. This species are black in colour. They live by collecting various types of seeds and plants which they take back to their colony to store.

2. THE WARRIORS. This species are red in colour. They do no work themselves. They raid the gatherers nest and carry off larvae and rear them as slaves to do all the work.

Doctor Brown

If you look around further, go to 6.
If you leave the base, go to 24.

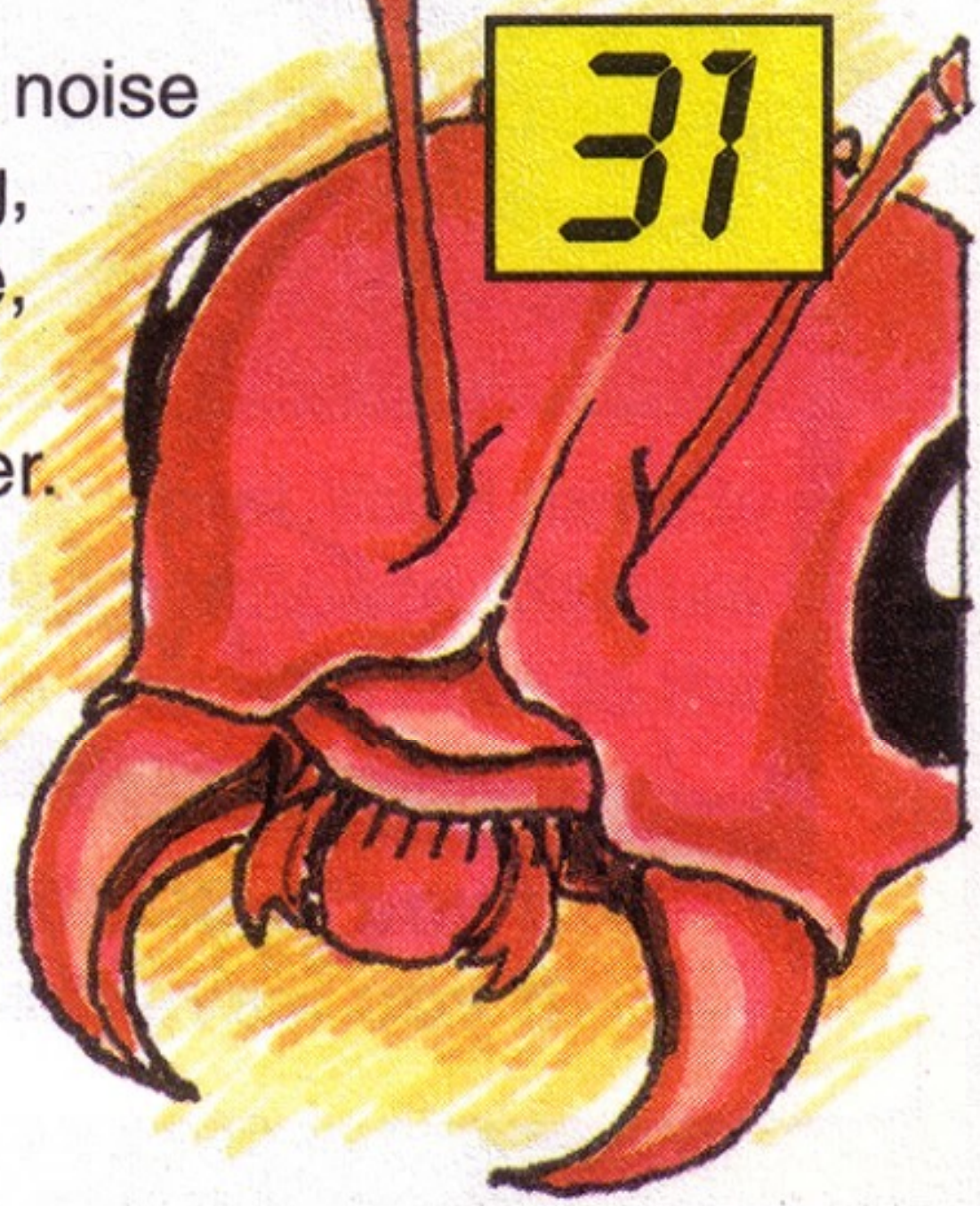
30

"There's no panel 30 in this mission, marine! As you are reading this you must be disobeying orders! Report to me immediately for fatigue duties!

THE END

Suddenly there is a noise behind you. Turning, you see that a large, red, warrior ant has entered the chamber. It opens its strong mandibles and rushes toward you!

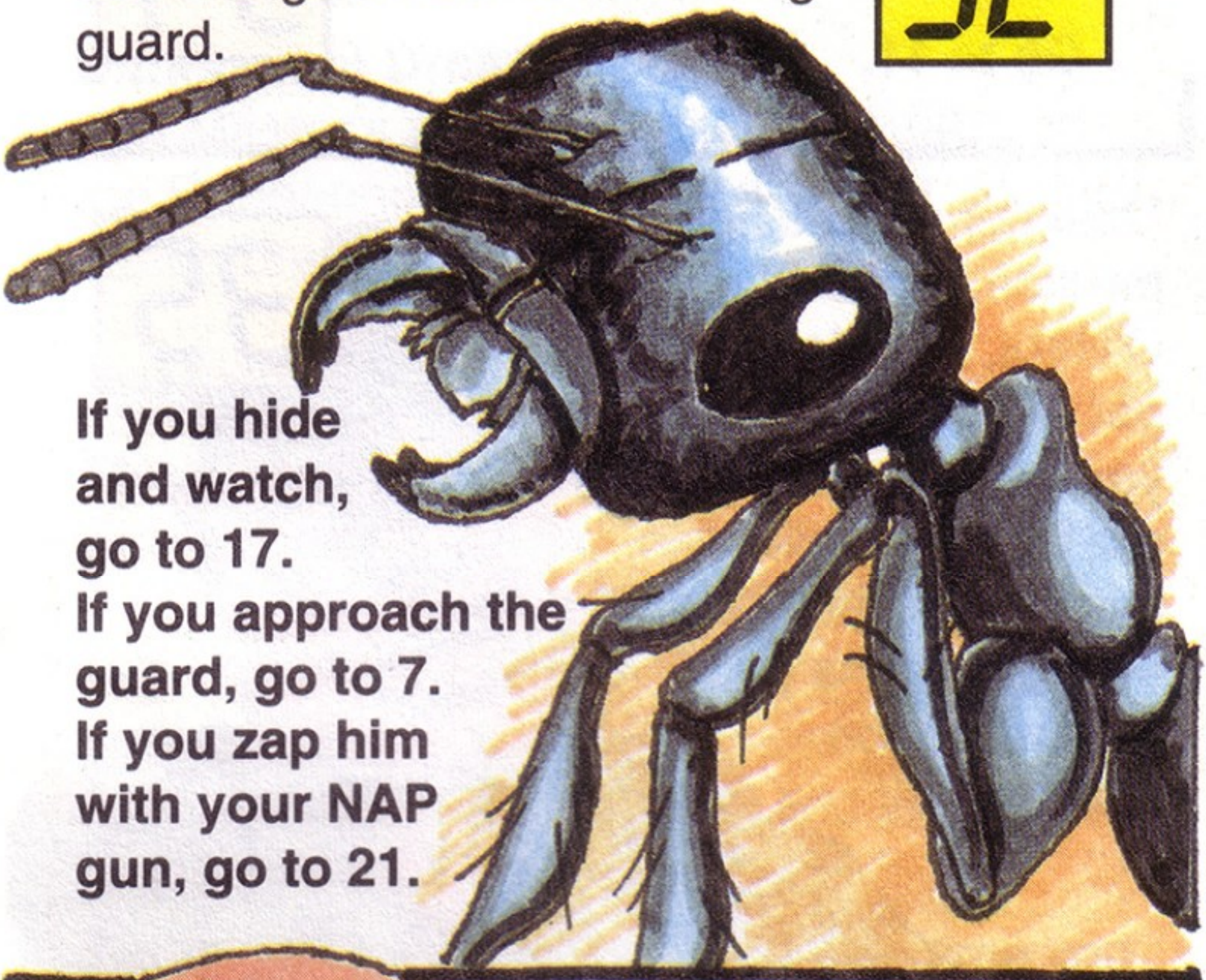
THE END



31

32

At the entrance to the nest you see a large soldier ant standing guard.



If you hide and watch, go to 17.
If you approach the guard, go to 7.
If you zap him with your NAP gun, go to 21.

33

Behind the queen you see Doctor Brown. You tell him you are here to rescue him.

Go to 10.

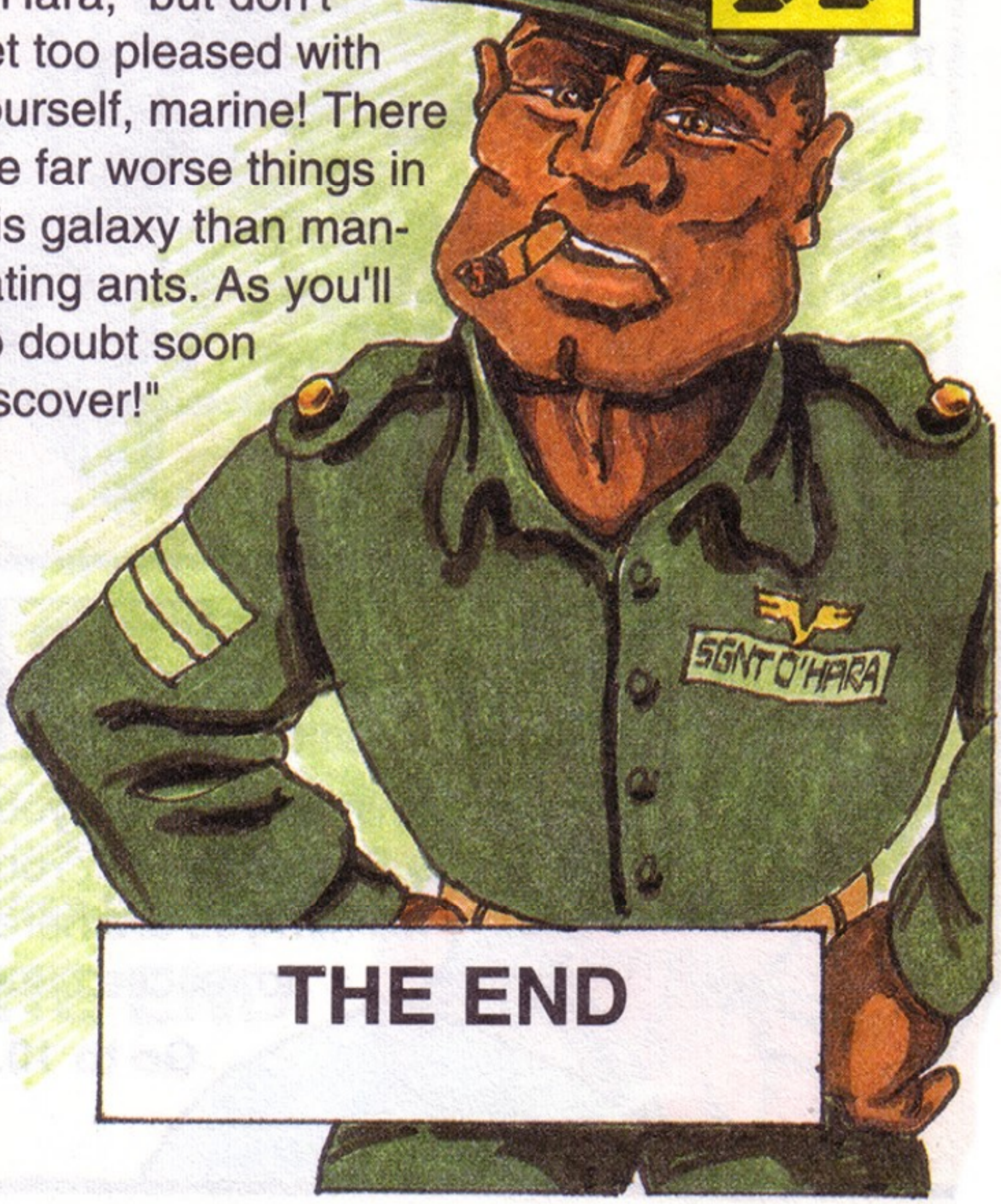
You approach the entrance tunnel and enter the nest.

Go to 11.

34

"Another successful mission," says Sergeant O'Hara, "but don't get too pleased with yourself, marine! There are far worse things in this galaxy than man-eating ants. As you'll no doubt soon discover!"

35



THE END

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